



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

PATENT  
Atty. Docket: 2207 / 10125  
Assignee: Intel Corporation

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for  
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12/12/03  
K. [signature]

**Applicant(s):** Malka, et al.

**Serial No.:** 09/963,547

**Filing Date:** September 27, 2001

**Title:** TEXTURE ENGINE STATE  
VARIABLE SYNCHRONIZER

**Examiner:** Chen, Po Wei

**Art Unit:** 2697

**REPLY UNDER 37 CFR 1.116  
EXPEDITED PROCEDURE**

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**REPLY TO FINAL OFFICE ACTION**

Sir:

In response to the Final Office Action mailed on October 7, 2003, the Applicants submit the following remarks. No amendments to the claims are requested.

**REMARKS**

**The Claims Patentably Define The Invention Over Migdal in view of Duluk.**

Claims 1, 4, 6-9 and 16-17 have been rejected under 35 U.S.C. §103(a) as being unpatentable over U.S. Patent No. 6,392,655 to Migdal, et al. ("Migdal") in view of U.S. Patent No. 6,525,737 to Duluk, Jr. ("Duluk"). The Applicants respectfully traverse.

Claim 1 recites:

A method for synchronizing **parallel** texture pipelines in a graphics engine, comprising:

loading polygon state variables into an accumulation portion of a plurality of sets of **parallel** texture pipeline state variable queues; and

enabling a texture processing portion of a number of the sets of state variable queues corresponding to a number of **parallel** texture operations indicated by the polygon state variables.